TONY HAWK'S
PROVING GROUND

TEEN
T
CONTENT RATED BY ESRB

ACTIVISION®

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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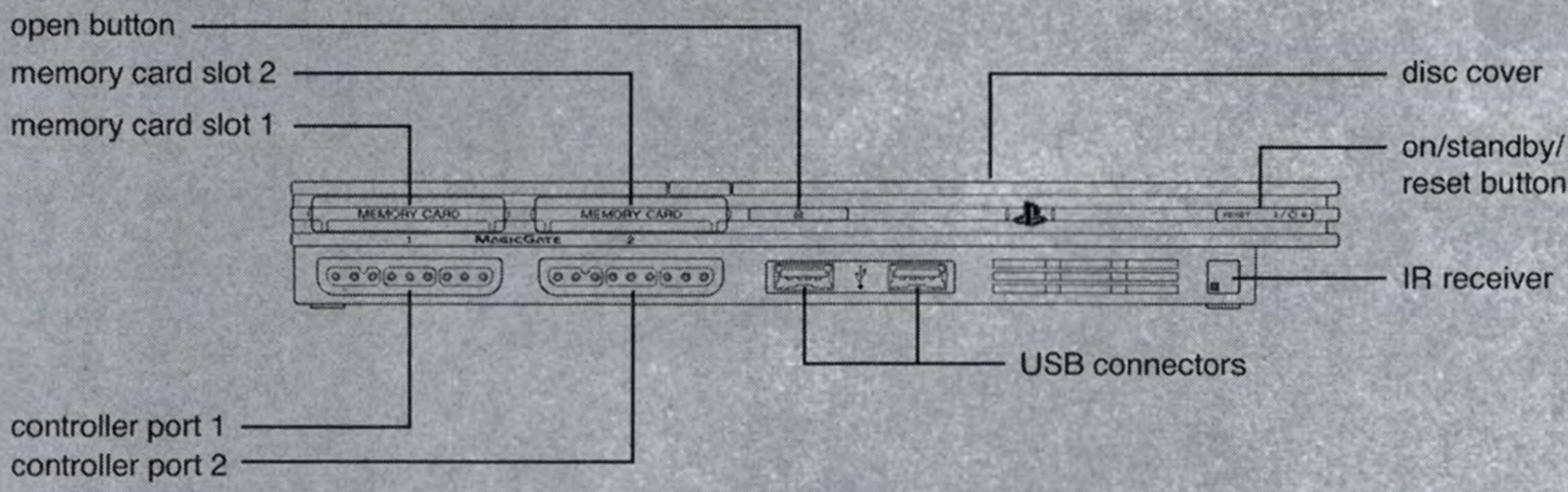
GETTING STARTED



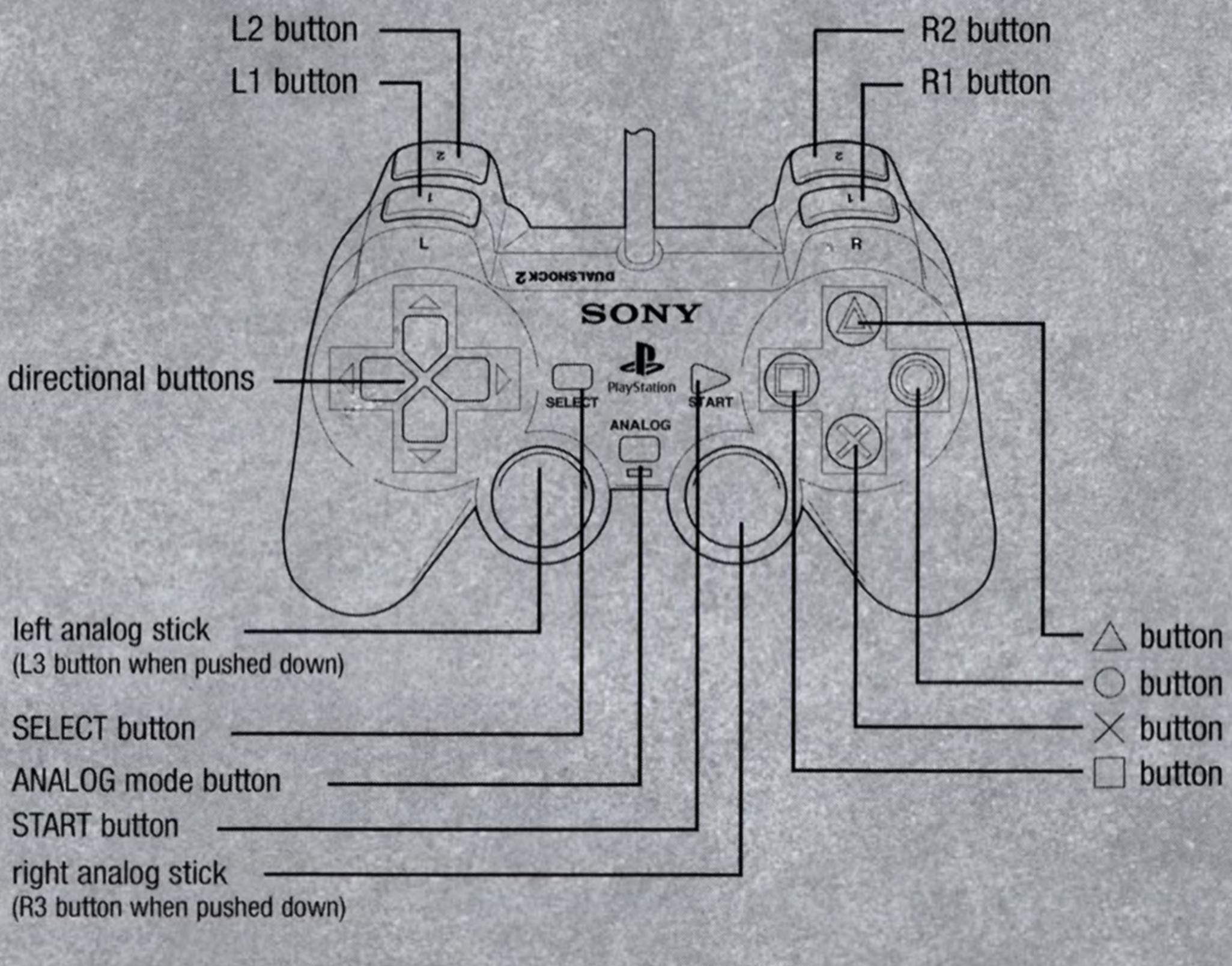
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Tony Hawk's Proving Ground* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the ⬆ and ⬇ directional buttons to navigate. Highlight the desired option and press the ⊗ button to accept. To select a menu option, follow the on-screen button prompts and press the ⊗ button to accept and the △ button to go back. *Tony Hawk's Proving Ground* supports the DUALSHOCK®2 analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons.

BASIC CONTROLS

(Enter Trick Controls menu in-game for advanced tricks.)

Crouching: To crouch, press and hold the ⊗ button. This will give you more speed and charge up for an ollie.

Ollie (or Jump): To ollie, press and release the ⊗ button. An ollie can also be performed at the top of a ramp to increase height and/or distance (depending on the type of ramp).

Grab Tricks: To perform a grab trick, you must first be in the air. Once in the air, press the ◉ button in combination with any direction on the directional buttons or the left analog stick. Each direction on the directional buttons or the **left analog**

stick performs a different grab trick. The longer you hold the ◉ button down during a grab trick, the longer you'll "tweak" the trick. The score for the trick increases over the length of the grab.

Flip Tricks: To perform a flip trick, you must first be in the air. Once in the air, press the ▣ button in combination with any direction on the directional buttons or the **left analog stick**. Each direction on the directional buttons or the left analog stick performs a different flip trick.

Manuals: To perform a manual, quickly press ⬆ then ⬇ on the directional buttons or **left analog stick**. You can also nose manual by quickly pressing ⬇ then ⬆ on the directional buttons or **left analog stick**. Press ⬆ and ⬇ on the directional buttons or **left analog stick** during a manual to balance.

Reverts: To revert when landing back onto a ramp, press the R2 or L2 button when you hit the ramp surface coming out of an aerial maneuver.

ADVANCED CONTROLS

Focus Mode: While skating, press the **L3** button twice to go into slow-mo focus control. Now you can view every trick and land it clean. Just keep your combo going to stay in Focus mode longer.

NAIL THE TRICK™ Mode: Use the **right analog stick** and the **left analog stick** to directly control your skater's feet in NAIL THE TRICK™ mode. To activate NAIL THE TRICK,™ ollie in the air and press the **L3** and **R3** buttons. The game goes into slow motion; now, the **left analog stick** controls the skater's foot on the left side of the screen, and the **right analog stick** controls the foot on the right of the screen. Move and hold either **analog stick** in any direction to flip the board. Keep holding the analog stick in that direction until the board rotates all the way around. When the skateboard is right side up again, release the **analog stick** to put your foot back on the board and land.

Note: You must unlock NAIL THE TRICK™ in Story mode before you can use it during gameplay.

Nail the Grab Mode: While in the original NAIL THE TRICK™ mode, you can enter Nail the Grab by pressing the L2 button before manipulating the sticks. Once in Nail the Grab, the **left analog stick** will control the hand on the left of the screen while the **right analog stick** will control the hand on the right of the screen. Move and hold either **stick** in any direction to grab the deck in that direction. Once you have grabbed the board, you can tweak the grab in any direction by moving the **stick** in that direction. To land your grab, simply let go of all buttons.

Note: You must unlock Nail the Grab in Story mode before you can use it during gameplay.

Aggro Kick: Once you unlock in Story mode, press the R1 button to initiate Aggro Kick and continue tapping each time your skater's heel makes contact with the ground for an extra boost of speed. The key is finding your rhythm.

Switch Stance: Switch stance is the opposite of the skater's normal stance. To get into switch stance, press the the R2 button.

Nollie: For Nollie stance, press and hold the **left analog stick** briefly to add a little style to your tricks.

Spine Transfers: To transfer over a spine (two quarter-pipe ramps placed back-to-back), press the R2 button when launching off one side of the spine.

Skate Checking: Once you unlock in Story mode, while skating, grinding or in mid-air, you can press the L2 button to skate check and knock peds out of your way o fend off attacking peds and guards.

Acid Drops/Bank Drops: Press the R2 button while jumping over a quarterpipe ramp or slanted ramp to acid drop or bank drop. You can do this while skating or walking. (See Walking below.)

Note: For even more advanced abilities you must upgrade your players skills in Stor mode through the My Skater menu in the Pause menu.

Off-Board Controls

Walking: To switch from skating to walking, press the R1 and L1 buttons at the same time. While in Walk mode, use the directional buttons or the **left analog stick** to control your skater.

Climbing/Hanging: Jump (using the ⊗ button) near a wall, hanging wire or pole and press the R1 button to grab onto the object. While hanging, press ⬅ and ➡ on the directional buttons or **left analog stick** to move your position, and press ⬆ on the directional buttons or **left analog stick** to climb up onto the ledge surface.

Note: You must unlock Climbing/Hanging in Story mode before you can use it during gameplay.

Combos and Specials

Combo Basics: Launch up a ramp, perform a grab trick, press the R2 button when landing in the ramp to revert, and then quickly hit ⬆\⬇ or ⬇\⬆ on the directional buttons or **left analog stick** to enter into a manual. Try experimenting with this combo to get bigger scores.

Special Tricks: Special tricks are performed using multiple direction presses on the directional pad with the corresponding face button. You can change your special tricks in the Trick Controls menu, found under My Skater. Complete Story goals to unlock more special tricks.

STORY MODE

Skateboarding is a way of life. In *Tony Hawk's Proving Ground*, you get to experience it like never before. For the first time ever, you choose where skateboarding will take you. Will you choose to be the clean-cut millionaire competition skater, the jaw-breaking hardcore skater or the creative maverick who constructs unique places to skate? Every path has its own lifestyle, unique challenges, risks and rewards.

You'll be presented with story-specific missions throughout Story mode. To progress through the game and see all the cities and skate spots, you'll need to complete certain missions. Characters who give missions in the game will have an arrow above their heads. Get close to the character and you'll be able to press the ◉ button to interact with them.

Training: At the start of your career you'll be presented with three story goals, to give you a taste of each path available to you—Hardcore, Rigger and Career. You'll also be presented with four tutorial goals recapping Skill and Line Challenges. You must complete these goals to unlock others.

Skills and Stats: View your skills and stats to see how you're progressing in new skills and styles you've learned. Earn more points throughout your story by completing goals and skating around the world. You can then assign these points to your stats as you see fit to be more Career, Hardcore or Rigger oriented.

Records: Want to see how long you can hold an invert or how high you can air? Check out this menu under My Skater in the Pause menu to view your record highs.

Arcades: In *Tony Hawk's Proving Ground,* Classic mode and High Score runs will be available in Story mode by activating one of the many Arcade machines scattered around the cities. Also available through the arcade is the newest game *Hawk-Man*, where you must perform very specific tricks to collect colored pellets. Collect all 75 in one run for PRO and in one combo for SICK.

Skill Challenges: All throughout the world you'll find ambient skill challenge goals, which you can play at your own leisure or even hit while skating through the city, never breaking your combo! These goals are marked by green tags that specify which trick you will need to perform. Keep that trick going to the orange tag for AM, blue for PRO and gold for SICK.

Story Goal Markers: Story goal markers appear as floating icons: a trophy for the Career path, a broken skateboard for the Hardcore path and a quarter pipe for the Rigger path. For instances where a Story goal is initiated by talking to a Goal Ped, once you have completed a goal, a floating icon marker will appear. This allows you to go back and replay the goals later on in the story.

Gaps: Gaps are placed all over the world. A gap requires you to grind a certain rail, transfer from one QP to another or manual a certain distance. The challenge is in finding them yourself!

Compass: On the top of the in-game screen is a compass, which helps you to locate all the various things to do throughout the city. The compass shows you where different goals and challenges are located. Also look to your map in the in-game Pause menu.

View Goals: At any time during the story, you can visit the Pause menu and select **My Goals** to view current episodes and where to find them.

Motorola ic 902 Video Phone Messages: Keep an ear out for your Motorola ic 902 video phone. You can receive text messages and video messages that provide further information about the story and your mission objectives.

Rigger Menu (Moveable Pieces): Modify the world by creating and placing up to 30 ramps, quarter pipes, rails, and other objects almost anywhere to build your own personalized skate spots. Story mode will also include Rigger goals, in which you can create pieces to complete the goal or go for a higher score. To access this menu, press the ■ SELECT button.

Note: You must unlock the Rigger menu in Story mode before you can use it during gameplay.

CREATE-A-SKATER

Note: Activision Customer Support cannot troubleshoot user-made skaters.

Creating Your Skater: You can create nearly any kind of skater. From the Pause menu, select **My Skater**, then **Create-A-Skater**. Randomize your skater or start from scratch. You can also load a previously saved skater.

Note: Some items or customization options are not compatible with others.

Piece Categories: The available piece categories when creating a new skater or editing your current skater are Information, Hats, Face, Torso, Pants, Eyes, Hair, Accessories, Feet, Tattoos, Skateboards and Misc.

Available Pieces: At the start of the game, some pieces will be unavailable to you until you've unlocked them or earned them from sponsors throughout your story. To unlock more pieces with which to customize your skater, you'll need to play through Story mode and earn them or purchase them in Create-A-Skater.

MULTIPLAYER GAMES

Trick Attack: The player with the highest score at the end of the time limit wins!

Graffiti: The player with the most "tagged" objects wins! Obstacles are tagged with your color by tricking off them. Try to steal your friend's tags by pulling higher scores and bigger combos off the same object.

Horse: Pull off higher combos than your friends on the objects you choose to get them to spell H-O-R-S-E—the classic b-ball game skater style.

Free Skate: Keep it real with a no-time, no-score and no-rules session. Skate just like you do on the street, minus the ever-present cops and security guards.

GAME OPTIONS

Save Game/Load Game: To save a game, you'll need at least 197Kb of free space available on your memory card (8MB)(for Playstations®2). To load a previously saved game, select **Load Game** from the Options menu.

The Story/Skater save requires 197Kb. This save contains both your skater and any progress through Story mode as well as any unlockables you may have earned.

CREDITS

Developed by
Page 44 Studios, LLC

Developed by
Neversoft Entertainment

Published by
Activision Publishing

Athletes

Tony Hawk	Jeff King
Andrew Reynolds	Jereme Rogers
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Dustin Dollin	Vanessa Torres

Cameos
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Bryce Kanights

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Internet: http://www.activision.com/support

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Phone: (310) 255-2050

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